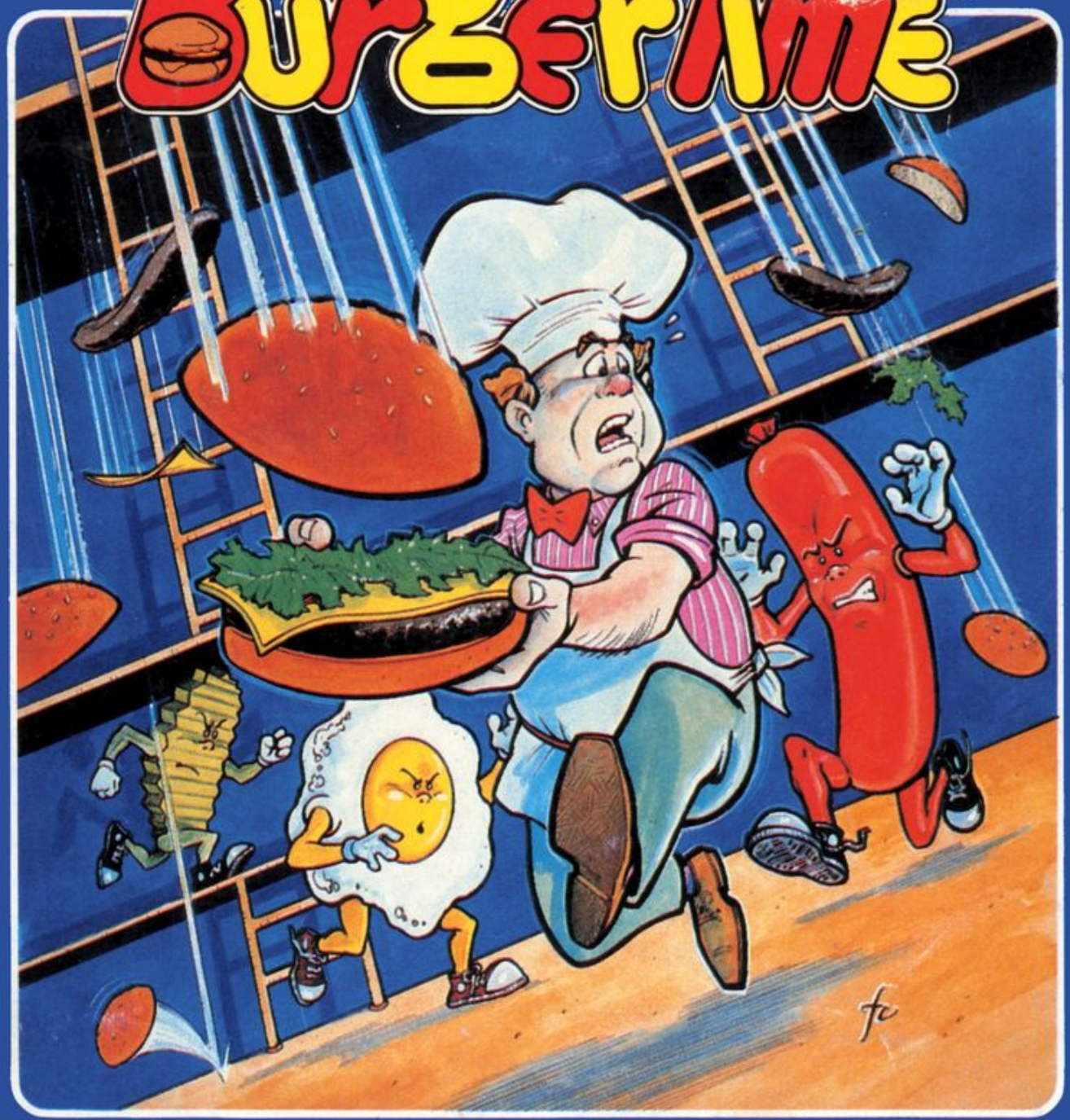
NES BR USA

BurgerTime™



INSTRUCTION MANUAL

DATA EAST®

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Nintendo®
ENTERTAINMENT SYSTEM™

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

As Chef Peter Pepper,™ you must fend off the Food Foes while making perfect burgers! Use pinches of pepper to stun Mr. Hot Dog,™ Mr. Egg™ and Mr. Pickle™; or lure them onto or under burger buns, lettuce, cheese or tomatoes to escape their clutches! Making perfect burgers gets progressively tougher through the six screens of BurgerTime.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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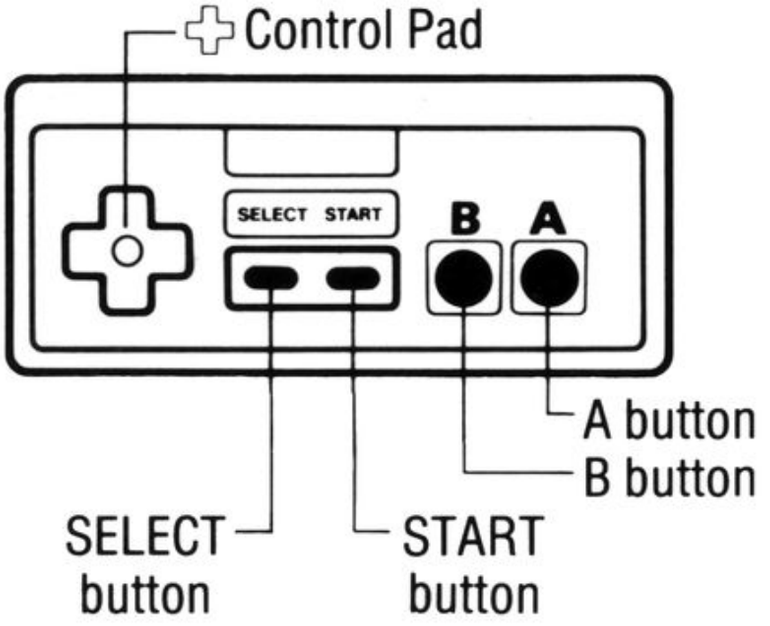
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

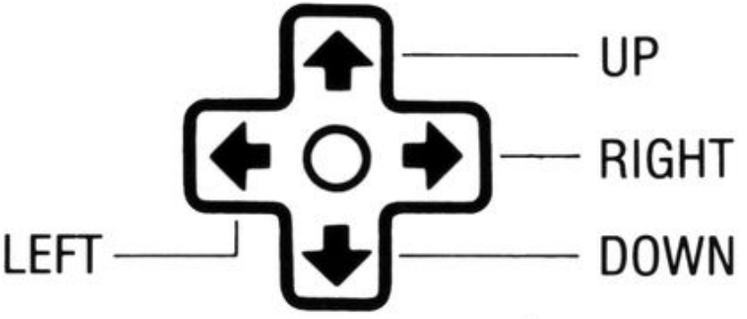
Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

Controller 1/Controller 2



Control Pad

Moves Peter Pepper.



A button: Punch and execute selected move.
B button: Same as A button.

Use the **Controller** to control Peter Pepper and drop ingredients (buns, hamburger patties, tomato slices, etc.) onto plates to make hamburgers.

SELECT button

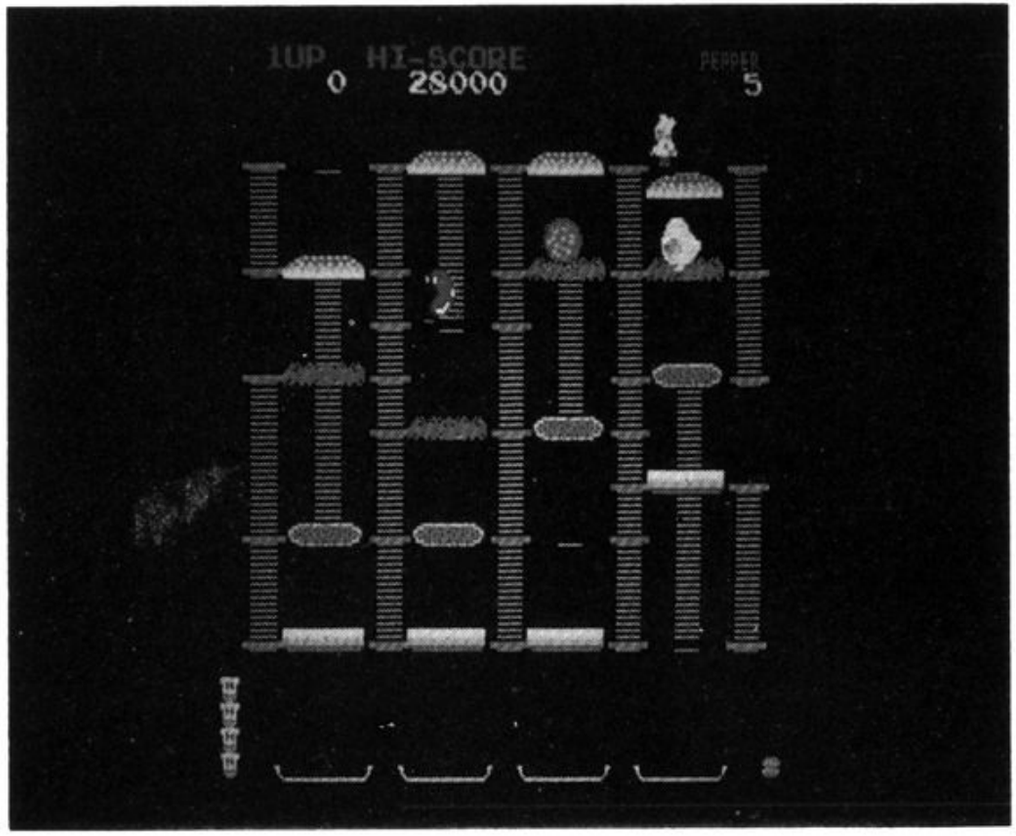
When this button is pressed, the mark (▷) will move between "1 player" and "2 players."

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

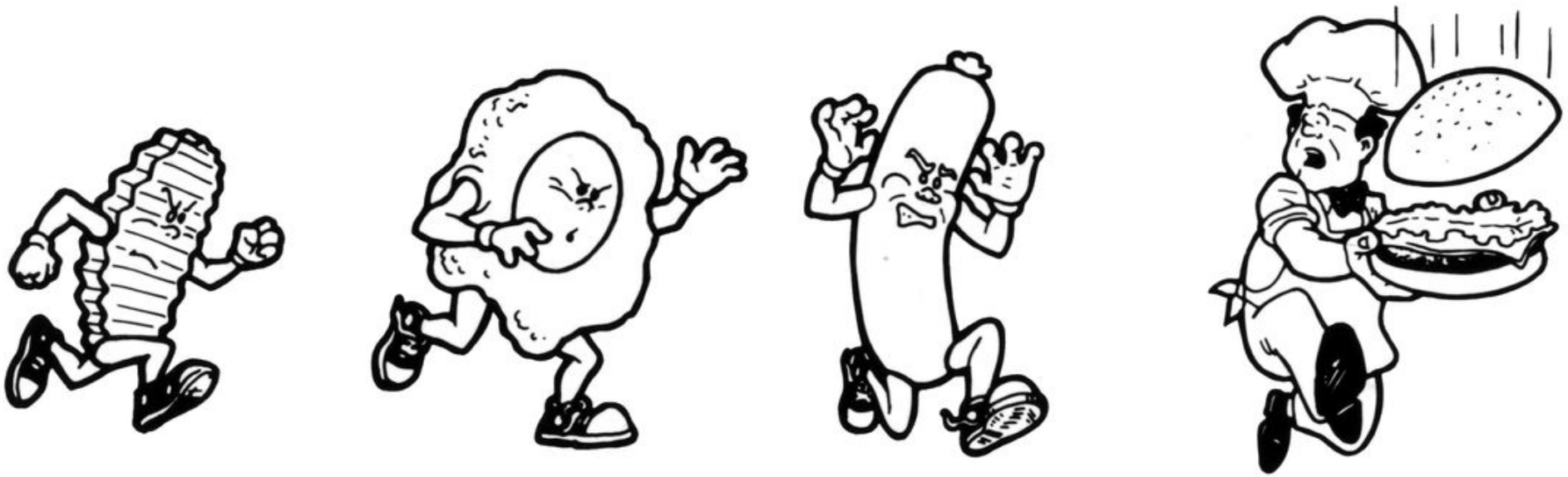


3. HOW TO PLAY

Making hamburgers is the basic purpose of this game. Make all the hamburgers to advance to the next level. If you take too much time to clear a stage, the Food Foes become faster.

Peter Pepper

Peter Pepper has only two weapons, legs and pepper. Your supply of pepper is limited – sprinkle it efficiently to avoid the Food Foes (Mr. Hot Dog, Mr. Pickle, and Mr. Egg). If you fail to avoid the Food Foes, you lose a life.



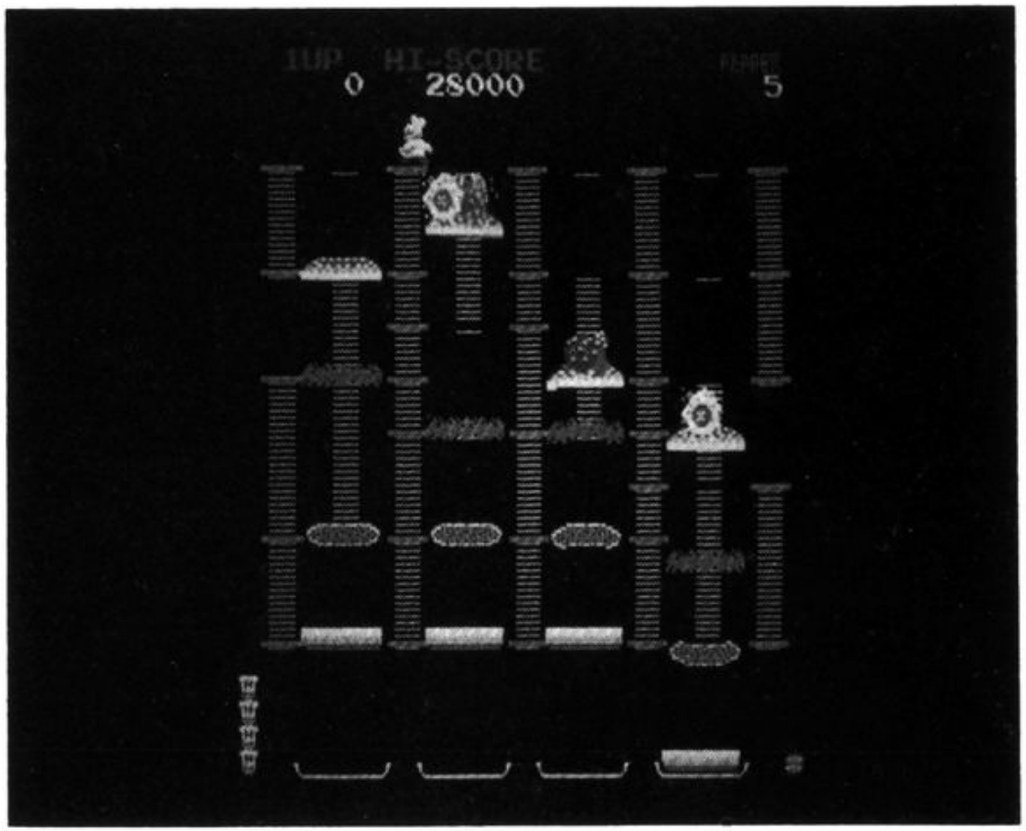
Bonus Characters

Pick up french fries, ice cream cones, etc. to increase your score and your supply of pepper.

Scoring Points

Increase your score by:

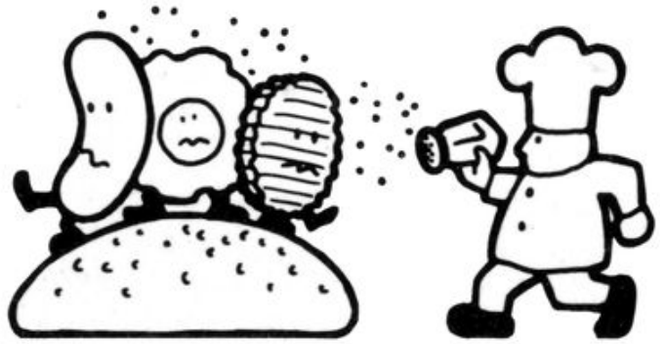
- Dropping a Food Foe.
- Squashing a Food Foe.
- Dropping a Food Foe on top of a bun.
- Picking up Bonus Characters.



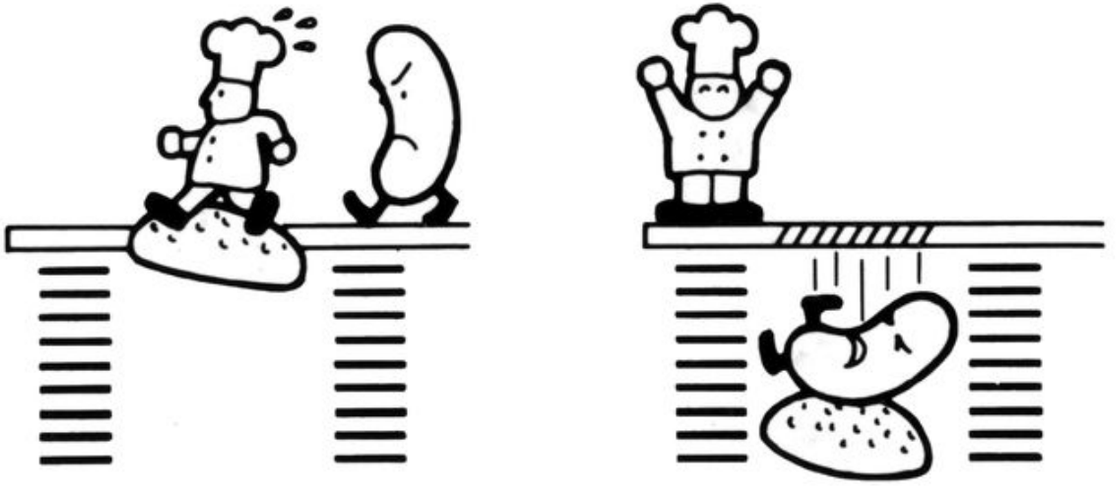
4. PLAYING TECHNIQUES

Basic Technique

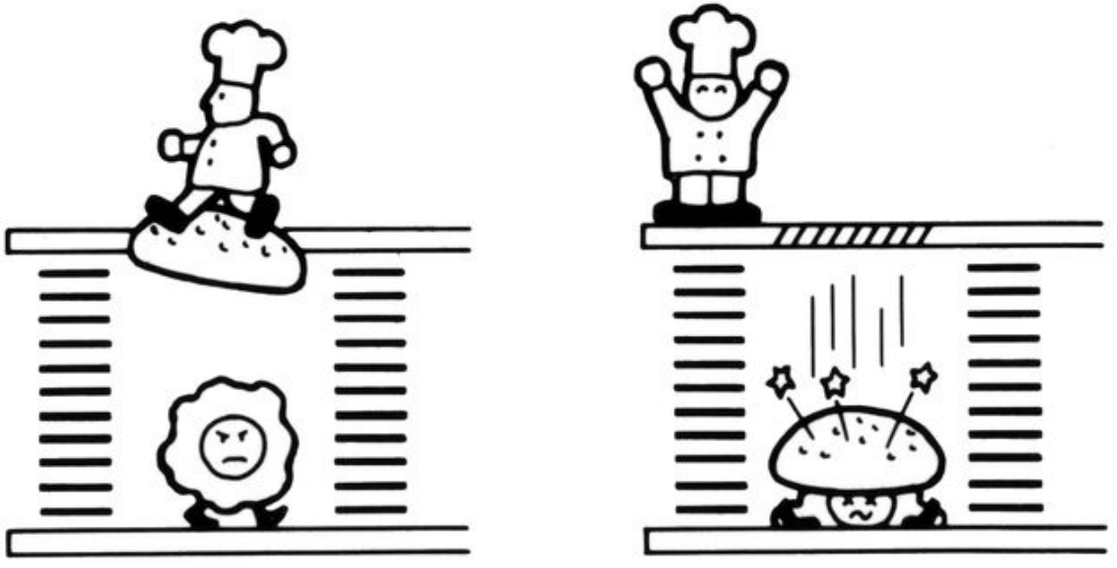
Sprinkle pepper to stop the movement of a Food Foe. You can pass by a stopped Food Foe. Collect Food Foes by sprinkling pepper, and you will get a higher score. (Keep enough pepper for this purpose!)



Drop an ingredient on which a Food Foe is standing, and he falls two levels.



Drop an ingredient on top of a Food Foe to squash him.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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